

Nikhil Neela | Resume

Software Engineer – Mobile App Developer Android & IOS

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Summary

A Software engineer experienced in building high quality software products and capable of working in a fast paced dynamic environments. I am interested in developing scalable, performant, high quality mobile applications on varied platforms.

Education

International Institute of Information Technology, Bangalore

M.Tech, Computer Science

Key Courses: Algorithms, Data Structures, Operating Systems, Object Oriented Analysis and Design, Database Systems

Scores: 3.37/4

Awards: Directors merit list student

Skills

Proficient: C & Java

Intermediate: C++

Libraries & Frameworks: Boost, C++ STL, Android & IOS

Version Control: Perforce & GIT

Dev Ops: Jenkins & Docker

Tools: Maven, Gradle & CMake

Interests & Expertise

- Experience in developing cross platform mobile applications with focus on quality and reusability
- Design, implementation and maintenance of core reusable UI components for majority of the Android applications across Adobe.
- Experienced in turning product specifications into reality by working with UX designers.
- Good knowledge of design patterns and OOAD principles and problem solving skills.
- Experienced in leading small teams & mentoring team members, contributing to technology, product & process initiatives.

Experience

Adobe

Bangalore, India

Software Development Engineer 3, Creative Cloud Product and Services

March, 2015 – Present

-  **Adobe Shape:** Design and implementation of major portions of the app. Interacting with the Shape generation library and workflows to save generated assets to Creative Cloud were the major contributions.
-  **Adobe Draw:** A professional painting and drawing app for adobe targeted for large handheld devices like tablets.
- Designed and implemented core components of the app from UI to backend.
- Worked on core features like editor, brush and toolbar panels, layers editor, projects organiser, layers editor, synchronising assets with Creative Cloud.
- Contributed to overall team effectiveness by mentoring team members, helping with code reviews, improving stability of the app, collaborating and helping QE teams and customers in discovering features and bugs.
- Currently working on core features of the next generation of the flagship drawing and painting application for Universal Windows Platform(UWP) and also leading the workflows to onboard existing users into the new platform.

NetApp

Bengaluru, India

Member of Technical Staff

August, 2014 – Feb, 2015

- Software developer working in Flex Array Virtualization (FAV) team.
- Work involved in developing storage stack which virtualizes and allows customers to attach third party storage systems to our storage system.

Texas Instruments

Bengaluru, India

Software Developer

July, 2012 – July, 2014

- A software framework developer for the next generation TI SOC platforms
- The framework allows customers to quickly prototype and evaluate vision algorithms and create custom data flows involving Video capture, Video Processing and Video Display.
- Worked extensively in developing plug and play components in C/C++.

IBM

Bengaluru, India

Software Development Intern, IBM India Software Labs

Feb, 2012 – June, 2012

Worked in AIX Performance tools development team. I was involved in developing tools that display statistics related to the four main subsystems of AIX operating system namely CPU, Memory, Disk and Network..